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Introduction

Way of the Warrior is simply the most advanced and exciting fighting game available. There are more moves, larger characters, faster animation and more special effects than you have ever seen before. Combat rounds take place in nine different three-dimensional arenas that each have their own advantages and hazards. The game's nine characters of various shapes and sizes have their own fighting styles, sets of moves and unique animations. The photorealistic look of the arenas and characters make the action far more intense than in other fighting games. Skill levels let you and a friend (or the computer) fight fairly. Over sixty megabytes of sound effects and upbeat music enhance the game's action. It only takes one round to see why Way of the Warrior is so special, so pop in the CD and ready your controllers, Warriors!



The Book of Warriors

You have been given the opportunity to compete with the greatest Warriors this world has ever known, past and present. If you accept this challenge and emerge victorious, you will become a legend in the Book of Warriors. Although the origin of the Book of Warriors is a mystery, it is known that it is the complete compilation of the world's greatest competitors, their methods, and their stories.

Written by magic in the blood of champions, the Book has been kept in a mountaintop Citadel in the Himalayas since before history was recorded. It is at this Citadel that the world's strongest competitors fight for inscription in the Book. Good and evil, mortal and immortal, convene once a century to compete under the watchful eye of the Guardian of the Book.

The Guardian and his followers are devoted to the three true forces of nature: good, evil, and the pain caused by their eternal conflict. In an endless search for resolution to this struggle, the planet's greatest Warriors have again been brought together. This tournament, though, will be the last one. The Book of Warriors has one empty page, and it is written that the ways of this tournament's winner will fill this page, finish the Book, and tip the scales in favor of good or evil for eternity.

In the Tournament Mode, you must defeat all eight of the remaining Warriors with your chosen character, as well as the special end characters. Only the best will survive this tournament at even the easiest difficulty levels.

In the following pages you will learn the basic strategies and moves that will allow you to get started on your quest for immortality. It is up to you to master those skills and discover the other secrets of the game that will help you to victory against your opponents and entry into the Book of Warriors.

Good Luck!



Getting Started

1. Make sure the control pad is plugged into the Control Port on the 3DO Interactive Multiplayer console. If you wish to play Way of the Warrior with a friend, plug a second control pad into the first one.

NOTE: Throughout the manual, "left control pad" refers to the control pad plugged into the 3DO Interactive Multiplayer and "right control pad" refers to the control pad plugged into that first control pad.

2. Turn ON the power switch of your 3DO Interactive Multiplayer. The READY light indicates that the unit is on.
3. Press the OPEN/CLOSE button to extend the disc tray.
4. Place the Way of the Warrior disc onto the disc tray with the label side up. Press the OPEN/CLOSE button to retract the tray.
5. Watch the game's introduction and then select your options from the Main Menu. If you do not select any options after a short time, the game will automatically enter Demo Mode. (Note: You can skip the introduction by pressing any button.)

Main Menu

This is the Main Menu for Way of the Warrior from which you start the game and select other setup and display options. Use the controller's D-pad to move up and down between options and left and right to cycle through the choices. The options have the following functions:



GAME

Versus Mode - You and a friend select Warriors and battle it out in an arena of your choice.

Tournament Mode - Enter your name and birthdate with the Names option and then select Tournament mode to begin your long and arduous journey to complete the last page in the Book of Fighting.

Demo Mode - Select an arena and the computer will pick two Warriors at random and automatically conduct a battle between them.

ARENA - Choose from nine possible arenas. The Abbot's Choice will select an arena randomly.

NAMES - Follow the on-screen directions to enter up to two names and their birthdates for the Way of the Warrior competitions. The computer will track any wins or losses associated with those names and enter them into the high score tables until you reset them. The top Names box corresponds to the player using the left control pad and the bottom Names box is for the player using the right control pad. Name scores are recorded in both Tournament and Versus modes.

NOTE: If you press both the Left Shift Button AND the Right Shift Button while in this option, you will clear the high scores tables.

SKILL - You can set the combatant skill levels for Equal Fighting or to give a heavy, medium or light advantage to either control pad, regardless of whether in Tournament or Versus modes.

AUDIO - Press any button to switch between the Music and Sound Effects sliders. Use the left and right directions on the D-pad to increase or decrease the levels for each audio element. The "ideal mix" is 4 for Music and 7 for Sound Effects, but feel free to crank up the music if you'd like.

SCORE - Examine the High Score tables. The main Warrior table lists the wins and losses for each Name entered into the competition. The tables for each of the nine characters list the wins, losses and number of consecutive wins or "streaks" against other combatants for that character.



Action Screen

This is the Way of the Warrior action screen. It has as few game status elements as possible so you can concentrate on the fight itself. Here are the elements on the action screen you need to know about:



Arena - where you and a friend (or the computer) compete in up to three rounds of combat.

Name - character name.

Health bar - how much damage the character can take. When the bar is small and flashes, the character is near death.

Skull points - number of skull points earned for moves. These points can be used to perform magic. The number of skull points awarded depends on the difficulty and power of the move.

Timer - counts down the seconds in the current round.



NOTE: At the end of each round, the game will count down the timer to zero and award half of that number in skull points to the victor. If a player uses a fatality move to finish off his opponent, another counter will tally fatality points that will also increase the skull point total of the victor. And if you are lucky enough to have a perfect round without taking any hits at all, you will earn another bonus and receive a Second Wind. The Second Wind will appear as an icon at the top of the screen representing a health boost that will be cashed in automatically the next time you are near death.

Game Controls

This is the 3DO Interactive Multiplayer control pad and its control buttons. Way of the Warrior requires lightning-fast moves and great familiarity with the control pad's functions for success in game rounds. Each button except for the P button and X button plays a part in a variety of character moves. Only practice and quick reflexes will allow you to perform the moves associated with certain combinations of buttons. The P button and the X button have the following functions:



X BUTTON

P BUTTON

P button - pauses the game action

- performs some option selections

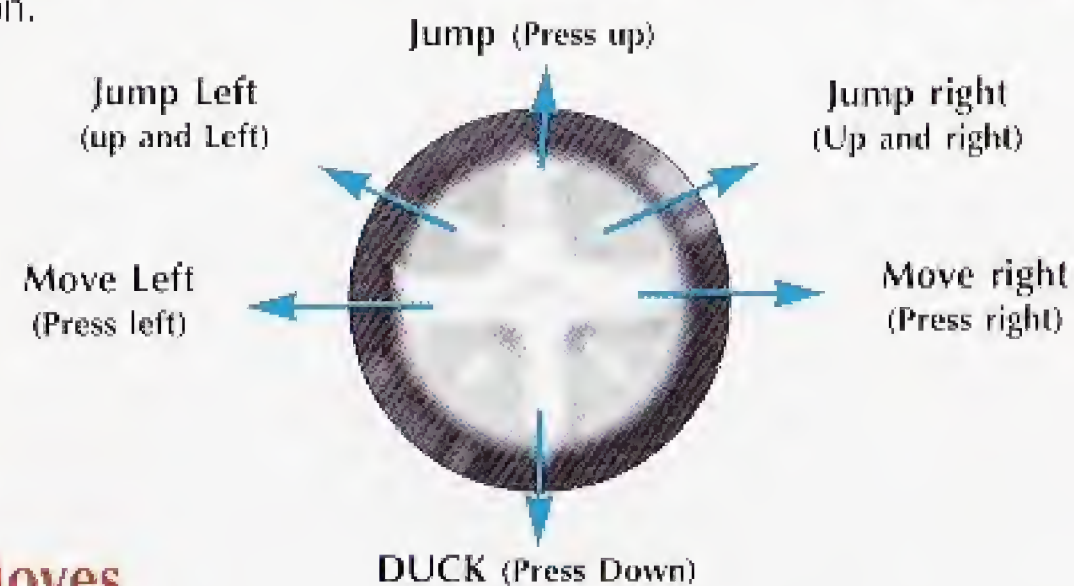
X button - exits character selection screen

- stops a competition after pressing the P button



Moving the Characters

The D-pad controls the movements of the characters in Way of the Warrior. The following moves are accomplished by pressing the D-pad in the accompanying direction.

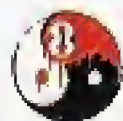


Basic Moves

Way of the Warrior's best players will be those who master the moves for all of the different characters, including special moves, airborne special moves and fatalities. Before you can perform the most complex moves and their accompanying button combinations and sequences, you must be able to throw simple jabs and kicks. You should also know how to perform simple moves like charges and sweeps that can set up and even be part of special moves.

The following moves are the most basic and work for every character:

- Jab A Button
- Block B Button (hold button to block longer)
- Kick C Button
- Punch Left Shift
- Roundhouse Kick Right Shift
- Super Punch A Button AND Left Shift
- Super Kick C Button AND Right Shift



Left Shift

Right Shift

C Button

D Pad

B Button

X Button

P Button

A Button

Special Moves

In order to perform special moves, you need to develop some special button techniques. First, it is important to remember that "forward" and "back" refer to the direction the character faces. Also, timing is crucial. Most special moves involve a distinct sequence of button presses. If the instructions say to press one button AND another THEN a third, you must press the first two buttons at the same time, release them and then press the third button. Your motions have to be effortless to succeed. If you struggle with the controller, you will never be able to use the most powerful maneuvers. Try instead to develop your skills with the basic moves first so that you don't have to think about them when you need them. Over the course of many games, try the more advanced moves every now and then.

You will have to discover most of the special moves on your own. Here are some of the most common ones and their button sequences:

Sweep attack - Press D-pad DOWN, THEN press D-pad DOWN forward, THEN press D-pad forward, THEN press an attack button (a backward Sweep attack works the same way, but with backward substituted for forward).



Charge - Push the D-pad to the back and hold for two seconds THEN immediately push the D-pad forward

Taunt - B Button AND push D-pad forward

Close attack - Push D-pad forward AND press any button

Head stomp - While in midair after a jump, press D-pad DOWN AND C Button

Uppercut - Press D-pad DOWN and back AND Left Shift Button

Escape - Double-tap the D-pad backward when in a Block

Here are some techniques you can use to discover special moves. Try them out for each character. You will find that they all have different animations and special moves for certain button combinations.

Try these methods to find special moves:

- press several attack buttons at once (A Button AND B Button, etc.)
- press a direction like left or right on the D-pad and an attack button at the same time
- double-tap the D-pad forward or backward
- turbo-press (press rapidly and repeatedly) an attack button
- while in the air, try to attack enemies on the ground
- combine any of the above methods and try many more!



Skull Points and Magic

Every time you perform a move in Way of the Warrior, you earn skull points depending on the difficulty of the move and the damage it does to the opponent. The better the move the more points you earn. You can use skull points to perform certain magic spells that keep you alive longer or make it easier to defeat your opponent. Each magic spell involves a special button combination. It will take some time to discover the magic spells and how many skull points they cost, but it will be worth the effort. The more powerful spells cost a ton of skull points but may quickly weaken an opponent. The weaker spells increase your character's health bar. Have fun discovering these magic spells. They may make a big difference in a fight against a cocky opponent who knows some good moves, but doesn't know the magic spell button sequences!

Fatalities

Fatalities are the most satisfying special moves because they finish off an opponent and win you the round with one press of the buttons. They are also the most violent maneuvers in Way of the Warrior! Each character has several unique fatalities and finishing moves. You perform a fatality when your opponent's health bar flashes and he looks like he's about to keel over. If you can perform a fatality, you not only win the round, but you also earn a lot of skull points. Listen for the announcer to say something like "end it" or "put him down" to use the fatality. In addition to the unique character fatalities, many game arenas also have their OWN fatality hazards. Watch out for that lava!



THE COMBATANTS

The following pages highlight the nine characters in *Way of the Warrior* and two of their most unique moves. Experiment to discover their many more special attack moves.

The Ninja

Nationality: Japanese
Real Name: Unknown
Age: Unknown
Height: 6'2"
Weight: 190 lbs.

As the head of the Shitake clan of ninjas, not much is known about the one they simply call "The Ninja." What IS known is that his services are affordable only to the very rich, that his methods are known only to him, and that his service record is perfect.

The Ninja has many enemies – Konotori and the Dragon are but two. His only "friends" are the members of his clan and a select group of outsiders whom he has met on one or more of his missions. It is known that one of these people is Major Gaines, with whom the Ninja has found himself fighting alongside in more than one private war. It is also known that if the price were right, his friendship would be put aside and the Ninja would fight anyone.

Little else is known of the Ninja. Beware!

The Ninja uses his stealth and powers of invisibility to edge out the competition. His motion is so fast and planned so well that he's like a well-oiled machine. Do a little experimentation and you'll see why The Ninja is so deadly and has such great powers of escape. His close moves are: Elbow Throw, Head Butt, and Roll.



Perform a Sweep move forward THEN press Left Shift



Perform a Sweep move backward THEN press Right Shift

Konotori

Nationality: Japanese, but of American descent
Real Name: Jeremy Cash
Age: 28
Height: 5'10"
Weight: 102 lbs.

Born of American businessman Michael Cash and his wife Delores Cash during a business trip to Japan, Jeremy Cash began his life in the fast-paced world of international business. Tragically, his parents perished shortly before his fourth birthday in a plane crash that left him barely alive in the Japanese mountains.

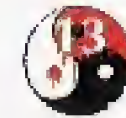
Rescued and adopted by a local Japanese farmer, Cash began his formative years as the only gaijin (foreigner) in the town of Kyosaka where he was raised. In order to help him, the farmer began to teach Cash the martial arts. Rapidly overtaking his master, Cash quickly developed his own individual techniques, taking advantage of his seemingly supernatural light weight to allow him to extend his talents past that of other martial artists.

Soon after his sixteenth birthday, Cash returned to Japan only to witness the death of his adoptive father at the hands of the Ninja. Hired by a wealthy landowner, the Ninja had been sent to "convince" Cash's father to sell his family's land to the local baron. Cash swore to avenge his father's death and disappeared into the Tokyo underworld to hone his skills. Cash later re-emerged as Konotori, the Stork, to enter the tournament for revenge, not glory.

Konotori uses his light weight and Japanese martial arts training to his advantage. He moves with great speed and smoothness and indeed can fly or glide if you repeatedly press the B Button when he's in the air for a jump. Konotori has the following close moves: Backhand, Hat Butt, Fan Slap, and Fan Slash.



Perform a Sweep move forward THEN press Left Shift



Press D-pad back AND Left Shift

Major Gaines

Nationality: British
Real Name: Simon Gaines
Age: 38
Height: 5'10" OR 7'3"
Weight: 285 lbs.

A violent child since birth, Simon Gaines was destined for the military. Once enlisted, Gaines quickly rose in skill and rank. It was not long until someone in the brass saw his potential for the covert operations department of the British Military – the SAS.

Gaines eventually became the leader of the Iron Hawks, a quick attack unit that the SAS

used in dire situations. Iron Hawks are often sent on suicide missions and thus have a life expectancy of 1.7 missions. Gaines had survived 16 missions before he was sent to South America to retrieve a kidnapped British Minister from Carlos Bano, the second-biggest drug lord in the world. Casually switching sides during the heat of battle with Bano's men, Gaines accepted Bano's offer to become Major of his commandos. During his stint as head of Bano's bodyguards, Gaines received an experimental steroid injection implant from the drug lord's chief chemist. Activated on demand, the implant temporarily boosts Gaines's size and strength.

Five years later, after accepting \$10 million from Bano's rival drug lords to assassinate him, Major Gaines liberated himself from Bano and now makes himself available to those who can afford him.

Major Gaines's military training has prepared him for many rounds of combat, but his most important skill is his Steroid Boost. When Major Gaines powers up, he not only gains strength and size, but he also does more damage to his enemies. Unfortunately, this power has its drawbacks. Gaines also takes more damage when he is "boosted" and his heart is much weaker. Some moves can only be performed when he is boosted. Major Gaines has the following close moves: Ear Swat, Suplex, Knee, and Knee Drop.



Press the D-pad DOWN and forward AND Right Shift



Press A Button, B Button AND C Button simultaneously

Shaky Jake

Nationality: Australian
Real Name: Jake Querious
Age: 28
Height: 5'6"
Weight: 146 lbs.

Born and raised 1,100 miles from the nearest neighbor in the outback of Australia, Jake Querious knew no other children while he was growing up. In fact, until he was 17, his parents neglected to inform him there were other people on the Earth besides him and them. By six years old, Querious was more than able to fend for himself. Gone for

weeks at a time with nothing but his trusty staff, Querious survived on the meat of the snakes that were attracted to him by the rattlesnake rattles that adorned his belt. It is these rattles that would later earn him his nickname.

On his seventeenth birthday, his parents gave Querious some money (which took some explaining) and pointed him toward Melbourne. Twenty-two hours later, slightly tired but full of anticipation, Querious entered the first brightly lit building that he had ever seen.

Querious stood awestruck in the entrance of The Rowdyhouse bar and grill for nearly thirty seconds before the local toughs tried to relieve him of his money. Not thirty seconds later the proprietor was offering Querious a shot as he swept up the half dozen toughs who now littered the floor. Querious took the shot of whisky, gulped it down, and mysteriously blew his first fireball.

He never went home.

Shaky Jake would be nothing without his survival skills and experience in the outback. He has particularly good aim and does well with his staff, knife or a bottle. His naivete about the real world has worked to his advantage—he has little fear. His close moves are: Pole Jab, Push Away, and Bear Hug.



Perform a Sweep move forward THEN press Right Shift



Perform a Charge move AND press Right Shift

The Dragon

Nationality: Chinese
Real Name: Chin Liu
Age: 23
Height: 6'0"
Weight: 164 lbs.

Chin Liu is a model martial artist. Sound of mind, body and heart, the young Liu quickly grew in skill and finesse, eventually earning an apprenticeship at the Beijing Opera House. Here he trained with other prodigies under the best masters that China had to offer. Liu graduated first in his class, two classes early. His rapid kicks and punches, as well as a smattering of seemingly superhuman skills, earned him the nickname "The Dragon."

After he graduated at 16, the Dragon toured the world competing and teaching for three years. He then began a promising career as a movie star. The Dragon has starred in "A Kick Before Dying," "Naked Punch," "Close Encounters of a Violent Kind" and some of the "BloodFisted Kickboxer" series (numbers I, II, III, V and VIII).

Recently, during the shooting of "A Kick Before Dying II: Kick Me If You Can!," the Dragon barely survived an attack by the Ninja, who had been hired by the Yakuza (Japanese mafia) to settle a royalty dispute pertaining to the Japanese release of "Close Encounters of a Violent Kind."

Although above revenge, the Dragon would not mind a fair fight with the Ninja in order to "show him the error of his ways."

All those movies have prepared the Dragon for almost anything. He is very light for his size and extremely fast. When you double-tap the D-pad forward, the Dragon hops forward with ease like a deadly bunny. The Dragon's close moves are: Nosebreaker, Spin Around, Knee, and Shoulder Throw.



Perform a Sweep move forward THEN press Left Shift



Press D-pad UP to jump THEN press B Button AND C Button

Nikki Chan

Nationality: Chinese
Real Name: Nikki Chan
Age: 19
Height: 5'0"
Weight: 94 lbs.

Over 1,000 years ago, the god Xing Tso fell in love with a mortal girl whose beauty was so great that it inspired him to cross the great bridge between Heaven and Earth. Unfortunately, this girl was betrothed to the mad magician king Quan Ming.

Furious that a mere god would try to steal away his property, the king used his powers to warp the soul of the young girl. He bound her to the Wheel of Great Transmigrations in such a way as to insure that she would be reincarnated time after time with no hope of release to heaven and in such a form that even her divine lover could not find her. Even to this day the legacy of this great evil mars the celestial harmony of heaven, causing an unidentifiable agony among the gods.

Nikki Chan is the latest reincarnation of this tortured girl's soul. Although she does not know why, the soul of that ancient girl has driven her on a path that will make her known to heaven and to her long-lost lover. She has applied herself with manic devotion to the creation of her own acrobatic style of Kung Fu, which she intends to use to vanquish all of her opponents in the great contest. The Book of Warriors is of such renown in heaven that, should she win the contest, her name will become known in that greater plane, and her soul will be released from its bondage, allowing her to join her lover once again.

Nikki Chan is particularly lithe and can perform flips in her sleep. You do these flips with a double-tap on the D-pad either forward OR backward. She makes some of her best moves from within her flips, so experiment with her while in midair. Her close moves are: Suplex, Knee, and Roll Throw.



Perform a Sweep move forward THEN press Left Shift



Perform a Sweep move backward THEN press Right Shift



Nobunaga

Nationality: Japanese
Real Name: Nobunaga
Age: 19
Height: 5'10"
Weight: 161 lbs.

Nobunaga epitomizes the Japanese desire for inner perfection. The child prodigy of a Kendo master, Nobunaga took to the sword before walking. He was rigorously schooled in classic Kendo by his parents by day and headed out after dark to practice and learn from other masters at night. Nobunaga quickly became one of Japan's foremost young Kendo champions.

Swearing off all but swordplay, Nobunaga rarely speaks, eats or sleeps. His technique has been called superhuman — his moves, supernatural.

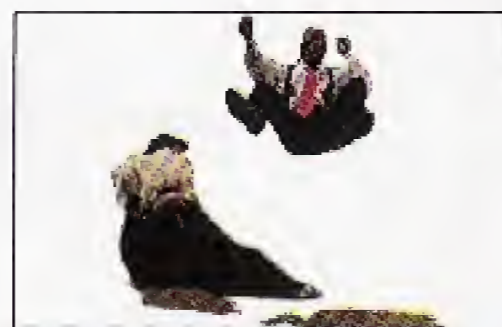
Recently, Nobunaga's concentration was broken for the first time. Seeking out foreign techniques to further his skills, he was introduced to Nikki Chan in China after watching a performance of Chinese opera. Upon first sight of Nikki Chan, Nobunaga felt insecure in a way he had never felt before. He has been unable to concentrate ever since.

Although he had shown no interest in entering the tournament when its existence was first revealed to him, he has now realized that it represents what may be his only hope of either winning Nikki Chan's heart or ridding his heart of her forever. Unfortunately, he does not know that her heart and soul belong to another being, far more powerful than he.

Nobunaga follows the Japanese ideals and likes to stick with his dreaded swordplay. A sword attack from Nobunaga is like the strongest punches from other characters. Nobunaga has great range, but he is very slow on his feet. Nobunaga's close moves are: Chin Crack, Push Away, and Hand Throw.



Perform a Sweep move forward THEN press Left Shift



Press D-pad DOWN to duck THEN press down forward AND C Button

Fox

Nationality: Algerian
Real Name: Malcolm Fox
Age: 28
Height: 6'6"
Weight: 224 lbs.

Malcolm Fox is the son of an African ambassador to France. As a child, he rebelled against his father and his father's impeccable sophistication by roaming the streets of Paris in gangs and eventually becoming the leader of the largest band of toughs.

One night while "wilding" in the streets, Fox's gang came upon (and quickly began mugging) a wealthy Thai businessman. The businessman watched in awe as Fox single-handedly dispatched his three internationally renowned bodyguards. Fearing that he was next, he made Fox a deal that he couldn't refuse. Without pause, Fox turned on his gang and minutes later, with their bodies littering the alleyway, he swore an oath and began his life as a bodyguard.

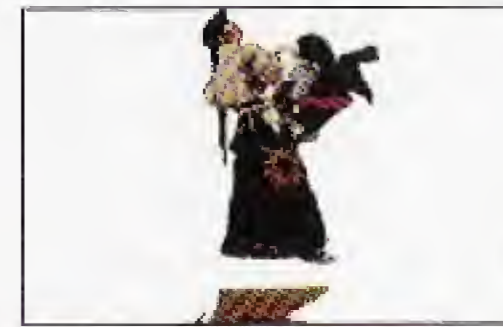
While in Thailand with the businessman, Fox spent his free time studying Muay Thai. He has now integrated these techniques with his street fighting skills to become one of the most sought-after bodyguards in the world.

Fox works for thousands of dollars an evening and follows his employers to high society functions all around the planet. Ironically, he has also acquired all of the manners and sophistication he resented in his father. Fox never speaks—an affectation say some but others hint at a nasty fight in Thailand involving a sharp razor and Fox's tongue.

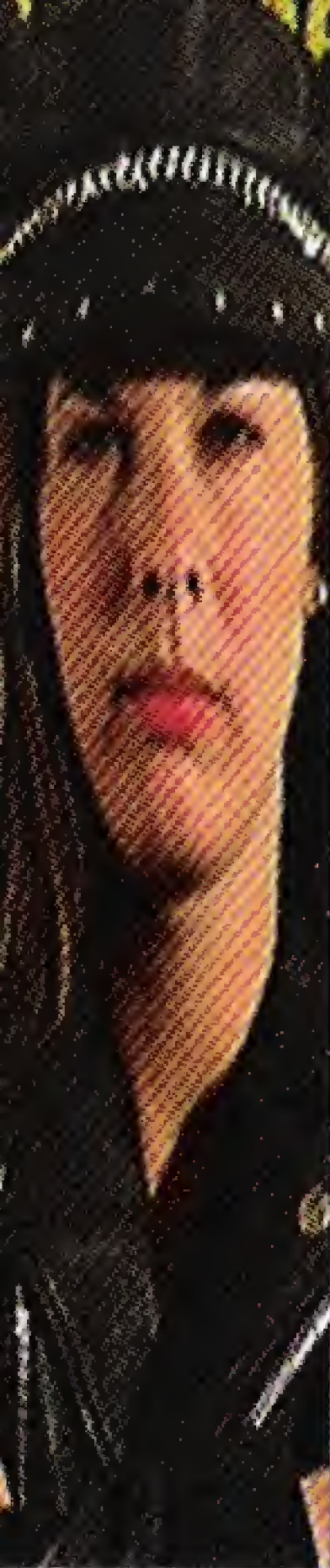
Fox relies a great deal on his moves based on voodoo skills. He is also particularly good with his knees in taking out his competitors. If you press the Left Shift Button, Fox will throw his sai. His close moves are: Shoulder Break, Knee, and Knee Grab.



Perform a Sweep move forward THEN press Left Shift



Press D-pad DIAGONALLY DOWN THEN press Left Shift button



Crimson Glory

Nationality: American
Real Name: Crimson Smith
Age: 24
Height: 5'9"
Weight: 114 lbs.

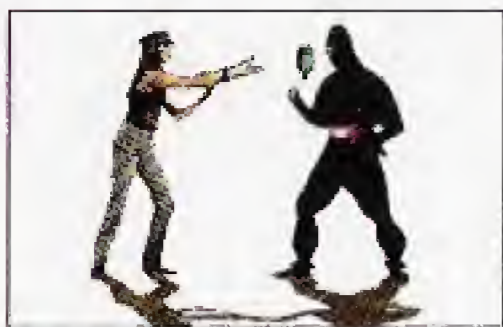
A modern American cowgirl, Crimson Smith rides her iron horse across the paved plains of the middle and western United States. Smith was the only daughter in a family of 12 children and a tomboy as a child. She showed no interest at all in dolls or other typical "girl toys," but instead took up wrestling and boxing to fill her time. It

wasn't until her early teens when she started becoming a woman that the men around her started to treat her as anything but one of the boys.

Smith decided that she was not going to change her ways for anyone and surmised that the best way to gain the guys' respect was to beat the living hell out of them. By 22, she had done just that—one, two and often dozens at a time in just about every sleazy bar west of the Mississippi River.

Smith sees the competition as just another bar filled with men. Although seeing her in action has often been called "the show of a lifetime," the truly wise have always fled the bars that Smith enters.

Crimson Glory may be a woman, but she can take on any man. She is particularly good at performing blocks and has some special blocking moves. In fact, she can turn the table on her opponents by catching their moves and echoing that power right back to them. Crimson Glory's close moves are: Elbow, Suplex, Hold Up, Head Butt, and Back Break.



Perform a Sweep move forward THEN press A Button



Press D-pad UP AND press Left Shift button while jumping forward



About the Designers

Jason Rubin and Andrew Gavin have been designing video games together since they first met in Washington, D.C. at the young age of 13. As fifteen-year-olds, they produced their first game, "Ski Crazy," for Baudville for the Apple II computer system. This successful endeavor led the friends to create "Dream Zone" for Baudville for the Apple IIGS, Atari ST, PC and Amiga computers and brought them to the attention of the creative team at Electronic Arts. While working for Electronic Arts, the young developers created the games "Keef the Thief" for the Apple IIGS, Amiga and PC and "Rings of Power" for the Sega Genesis system.

Gavin (24) completed his Masters degree in Artificial Intelligence from the Massachusetts Institute of Technology. Rubin (24) holds a Bachelors degree in Economics from the University of Michigan. Having completed their first game for the 3DO Interactive Multiplayer, "Way of the Warrior," Gavin and Rubin have moved the operations of their company, Naughty Dog, Inc., to the Universal Interactive Studios offices in Universal City, CA.

Credits

Produced by **NAUGHTY DOG, INC.**
Design and Production **JASON RUBIN**
ANDY GAVIN
Programming **ANDY GAVIN**
Graphics **JASON RUBIN**

SOUNDTRACK

Lyrics by **ROB ZOMBIE**
Music by **WHITE ZOMBIE**

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Special Thanks to **ANDY GOULD**
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